



**Royal  
HaskoningDHV**  
*Enhancing Society Together*



U.S. Department of Transportation  
**Federal Highway  
Administration**



**DUTCH  
CYCLING  
EMBASSY**

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## **Thinkbike workshop Streetscape design**

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Arie Vijfhuizen

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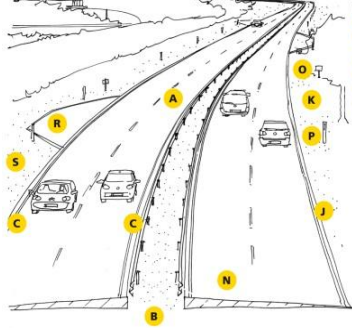
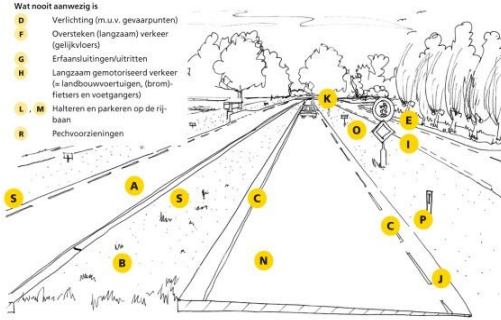
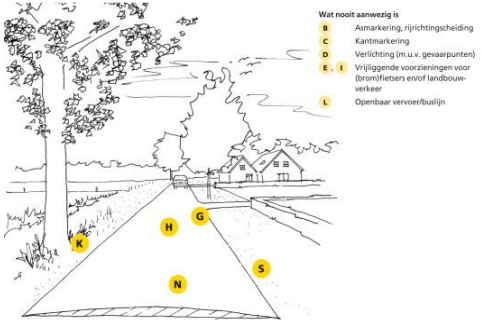
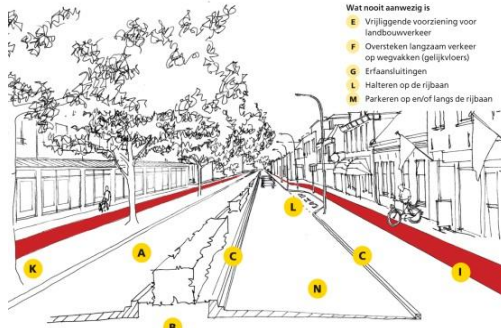
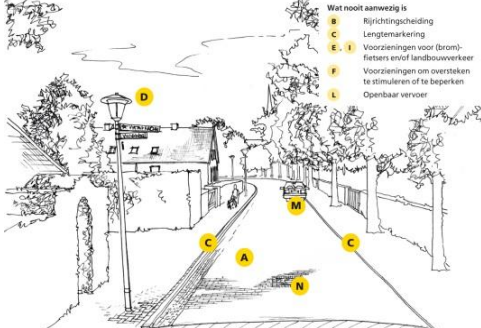
# Content of this presentation

1. Sections and junctions
  - Design bicycle path / lane / street
  - Sections
  - Junctions
2. Priority
3. Roundabouts
4. Maintenance

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# *Sections and Junctions*

# Base points road design

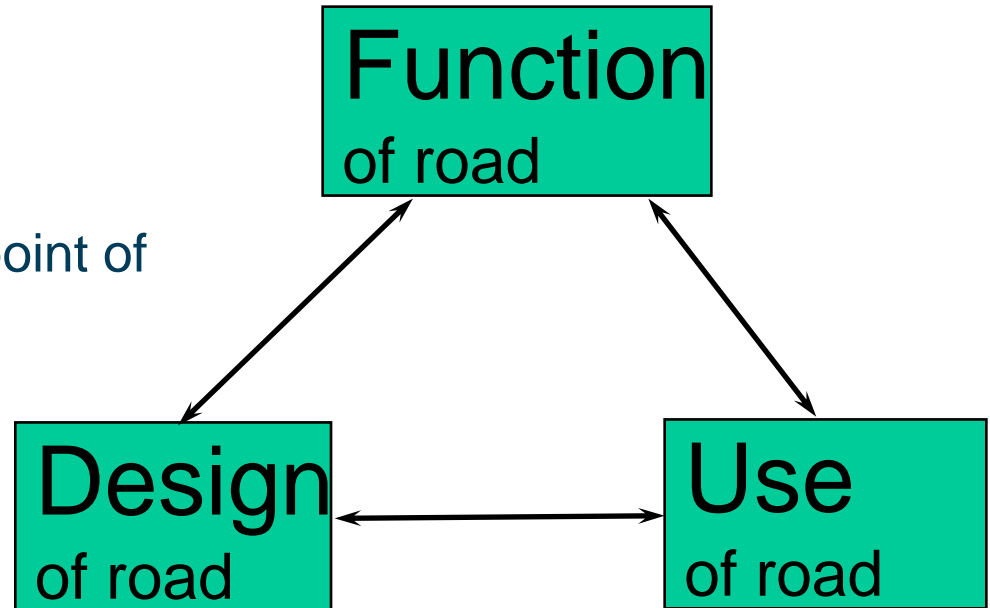
	Stroomweg	Gebieds- Ontsluitingsweg (optimaal)	Erftoegangsweg (optimaal)
Buiten de bebouwde kom	 <p>Wat nooit aanwezig is</p> <ul style="list-style-type: none"><li>D Verlichting (n.u.v. gevaarpunten)</li><li>F Oversteken (langzaam) verkeer (gelijkvloers)</li><li>G Erfaansluitingen</li><li>H Langzaam (gemotoriseerd) verkeer</li><li>L Halteren op de rijbaan</li><li>M Parkeren op of naast de rijbaan</li></ul>	 <p>Wat nooit aanwezig is</p> <ul style="list-style-type: none"><li>D Verlichting (n.u.v. gevaarpunten)</li><li>F Oversteken (langzaam) verkeer (gelijkvloers)</li><li>G Erfaansluitingen/uitritten</li><li>H Langzaam gemotoriseerd verkeer (n. landbouwvoertuigen, bromfietser en voetgangers)</li><li>L M Halteren en parkeren op de rijbaan</li><li>R Pechvoorzieningen</li></ul>	 <p>Wat nooit aanwezig is</p> <ul style="list-style-type: none"><li>B Aanpak, rijrichtingscheiding</li><li>C Kantmarkering</li><li>D Verlichting (n.u.v. gevaarpunten)</li><li>E I Vrijliggende voorzieningen voor (brom)fietser en/of landbouwverkeer</li><li>L Openbaar vervoer/bulijn</li></ul>
Bebouwde kom	 <p>Wat nooit aanwezig is</p> <ul style="list-style-type: none"><li>E Vrijliggende voorzieningen voor landbouwverkeer</li><li>F Oversteken langzaam verkeer op wegdekken (gelijkvloers)</li><li>G Erfaansluitingen</li><li>L Halteren op de rijbaan</li><li>M Parkeren op en/of langs de rijbaan</li></ul>	 <p>Wat nooit aanwezig is</p> <ul style="list-style-type: none"><li>B Rijrichtingscheiding</li><li>C Lengtemarkering</li><li>D Voorzieningen voor (brom)fietser en/of landbouwverkeer</li><li>E I Voorzieningen om oversteken te stimuleren of te beperken</li><li>L Openbaar vervoer</li></ul>	



# How to design Bicycle Facilities

## Sustainable Safety

Function, form and use  
in balance, from road safety point of view



function:	use of the road as intended by the road authority
design:	the physical design and layout properties of the infrastructure
use:	actual use of the infrastructure and behaviour of the road user

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# How to design Path / lane

## Choose type of solution:

- Bicycle path or lane or bicycle street
- With or without mopeds
- One or two way bicycle traffic

## Most important aspects:

- Separation
- Width
- Surface

# Sections

## Separation

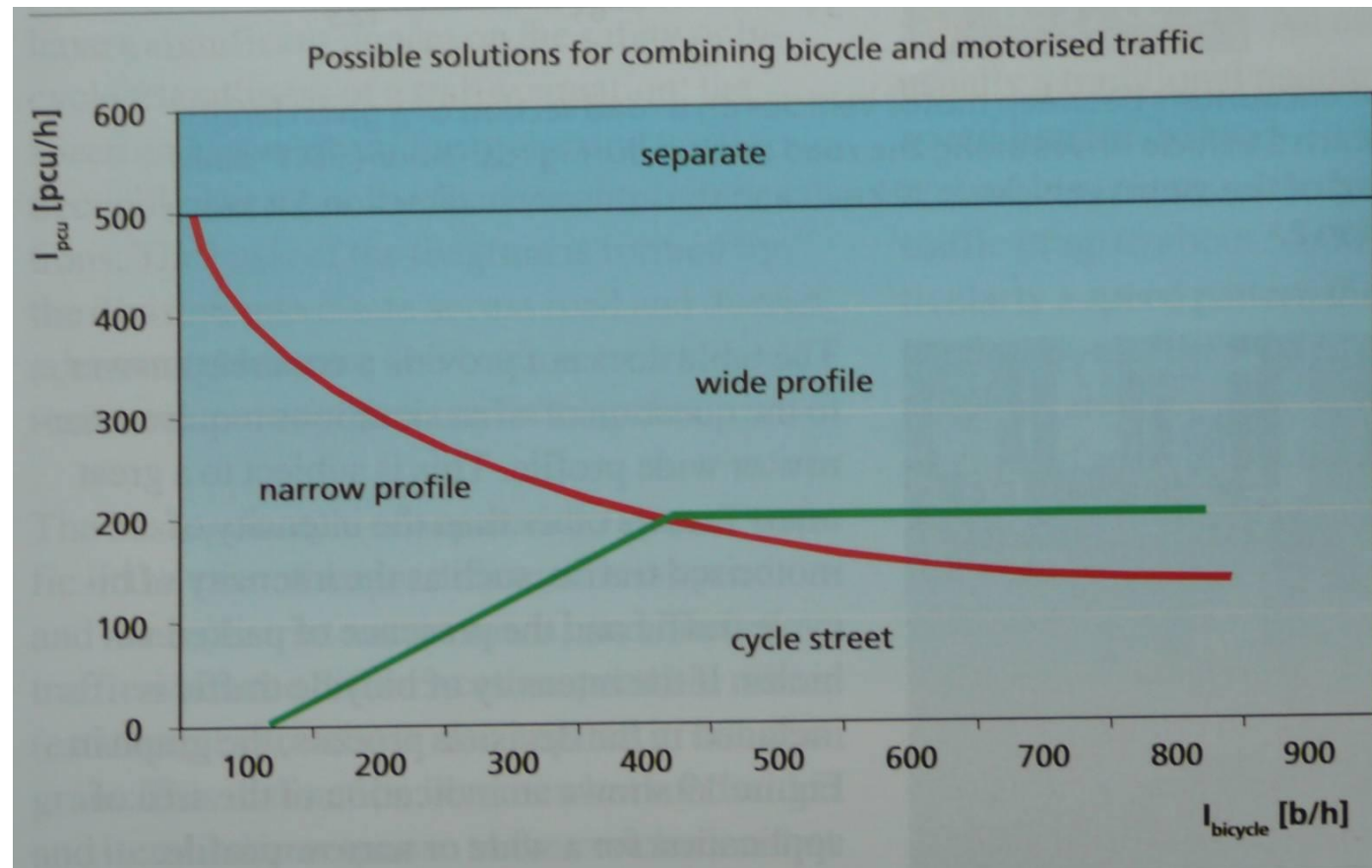
Distributor road   Access road

Table 14. Option diagram for road sections inside the built-up area

Road category	Max. speed of motorised traffic (km/h)		Motorised traffic intensity (pcu/day)	Cycle network category		
				basic network ( $I_{\text{bicycle}} > \text{work}$ 750/day)	cycle route ( $I_{\text{bicycle}}$ 500-2500/day)	main cycle route ( $I_{\text{bicycle}} > 2000/\text{day}$ )
	n/a		0	solitary track		
Estate access road	walking pace or 30 km/h		1 - 2.500	combined traffic		cycle street or cycle lane (with right of way)
			2.000 - 5.000			
			> 4.000	cycle lane or cycle track		
District access road	50 km/h	2x1 lanes	irrelevant	cycle track or parallel road		
		2x2 lanes				
	70 km/h			cycle track, moped/cycle track or parallel road		

# Sections

## Separation / combined use



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# *Bicycle path / track*

## **Separate path:**

Distributor roads

Main bicycle routes

Car parking

Physical space

- Function ►width, surface
- Volume of cyclists ►width
- Mopeds ►width
- One or two way ►width





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# *Bicycle path / track*

Examples: Separate bicycle path



# Bicycle path / track

## Partition verge

- at least 0.35 m
- in the presence of lamp posts and/or two-way cycle track > 1.00 m
- in the case of vegetation or parking > 2.30 m
- from 30 m before side road < 0.35 m (for roads with  $V_{\max} < 70$  km/h)
- with fence > 0.70 m
- with barrier > 1.10 m



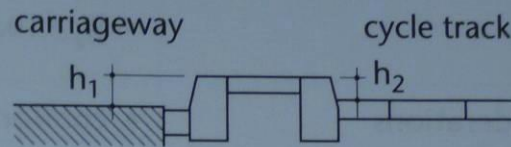


# Bicycle path / track

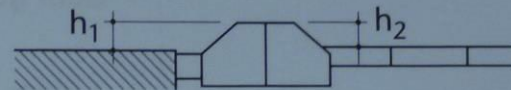
## Partition verge (insufficient space)

- width varies
- $h_1 \leq 0.10$  to  $0.12$  m
- $h_2 = 0.05$  (0.07) m; if 0.07 m, choose a profile that prevents pedals striking the separation

(1) two concrete kerbs with tiles or clinkers in between



(2) two concrete kerbs back to back



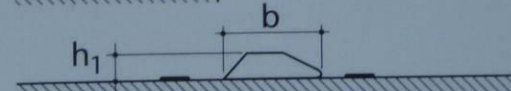
(3) semi-round concrete kerb



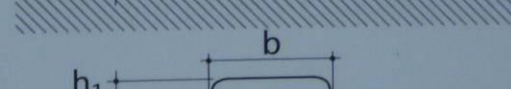
(4) hollow kerb profile



(5) asphalt ridge



(6) wide concrete kerbs or slabs





# *Bicycle lane*

## **Bicycle lane:**

- Little space ► low volume / speed
- Car parking ► too high → no lanes
- Function ► width
- Volume of cyclists ► width



# *Bicycle lane*

## Bicycle lane:

- Red colour
- Continuous line: 2.00 – 2.50 m
- Interrupted line: 1.50 – 2.00 m





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# *Bicycle lane*

Examples: Bicycle lanes

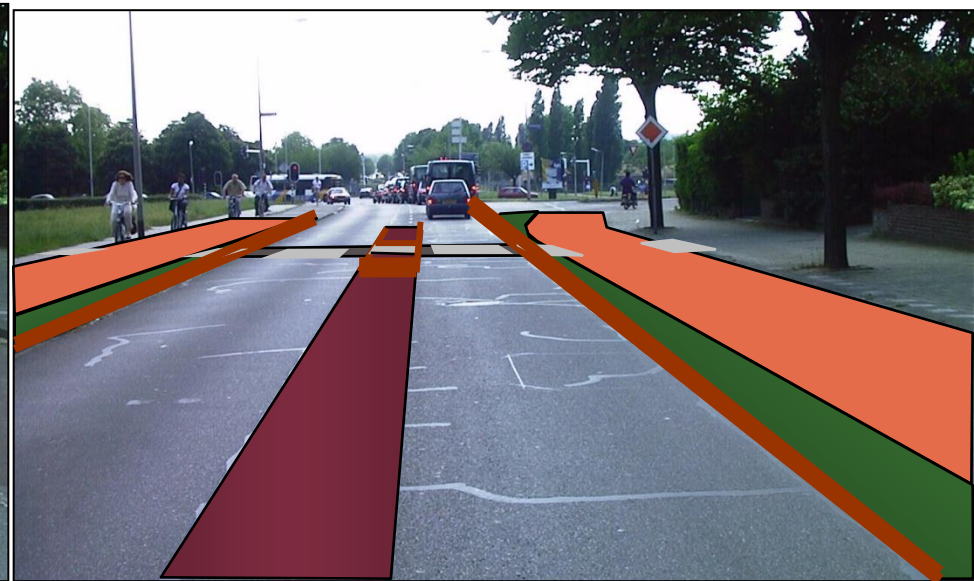


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# *Bicycle lane*

Up grade from lane to path:

- without using extra space





# *Bicycle street*

## **Bicycle street:**

- Two directions
- Red colour
- No signs
- Maximum 200 pcu/hr
- Speed reduction



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# *Shared use*

Alternative: do nothing  
(combined use)

- Speed reduction





# 20 m/h zone

Traffic calming

Speed

Volume

When is shared use acceptable?



Table 14. Option diagram for road sections inside the built-up area

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Estate access road	n/a		0	solitary track		
	walking pace or 30 km/h		1 - 2.500	combined traffic		
			2.000 - 5.000			
District access road			> 4.000	cycle lane or cycle track		
	50 km/h	2x1 lanes	irrelevant	cycle track or parallel road		
	70 km/h	2x2 lanes		cycle track, moped/cycle track or parallel road		

5 December 2016

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# *Shared Space*

Motor vehicles, cyclists and  
pedestrians

No or very little visible  
segregation





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# *Junctions*

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# *How to design junction / crossing*

## Choose type of solution:

- Give way + additions  
(refuge island, speed hump, narrowing)
- Roundabout
- Traffic lights
- Grade separate (bridge, tunnel)
- Do nothing (or just add minor adjustments)

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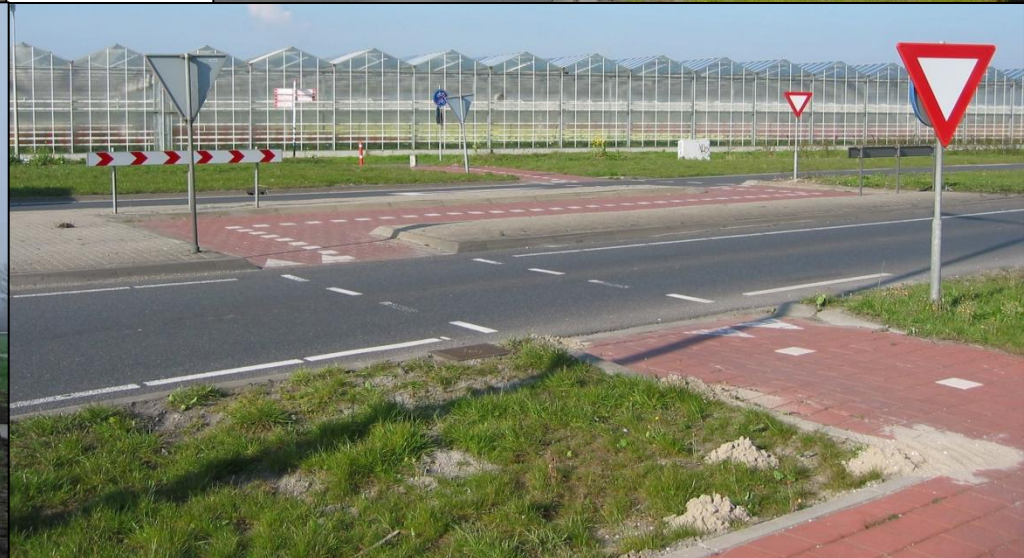
# *Junction / crossing*

## Additions:

- Speed hump / plateau
- Refuge island
- Narrowing
- Bollards
- Public Lighting
- Continuous material, colour

# *Junction / crossing: Give way*

Examples: Separate crossing





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# *Junction / crossing: Give way*

Examples: Give way

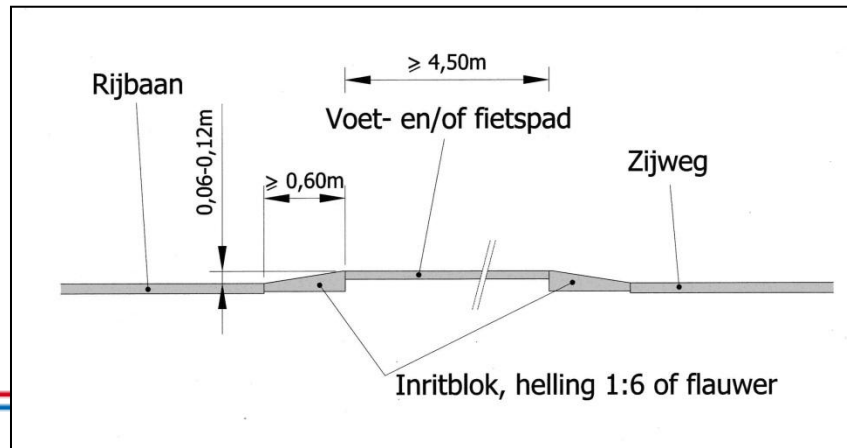
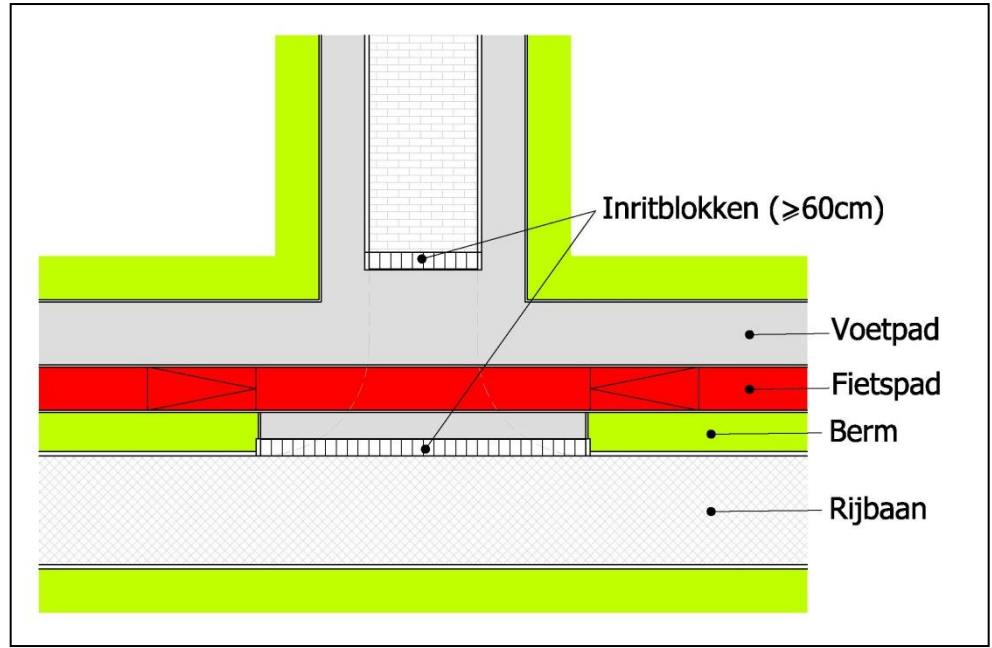
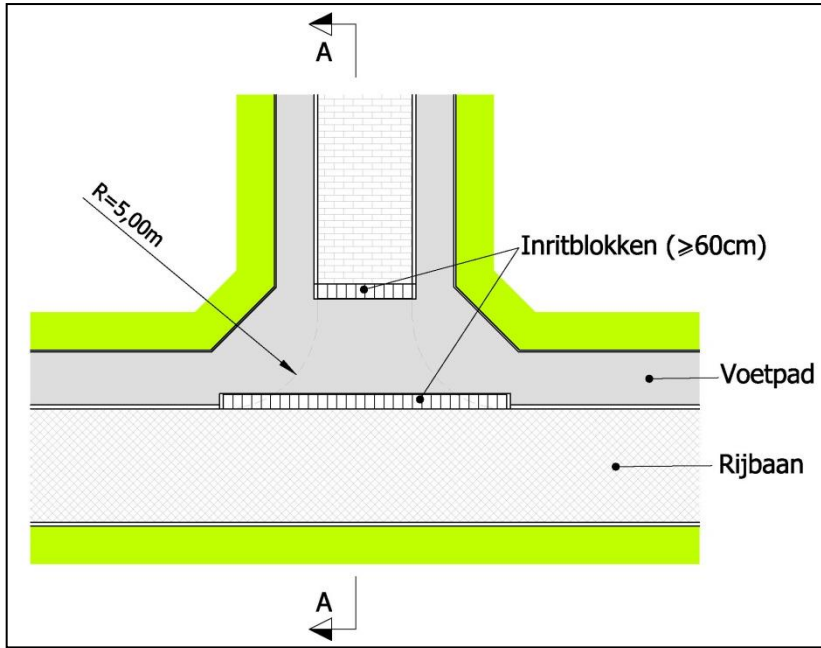


# *Arterial road 50 km/h – 30 mph*





## *Back street – Arterial road*



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# *Back street – Arterial road*

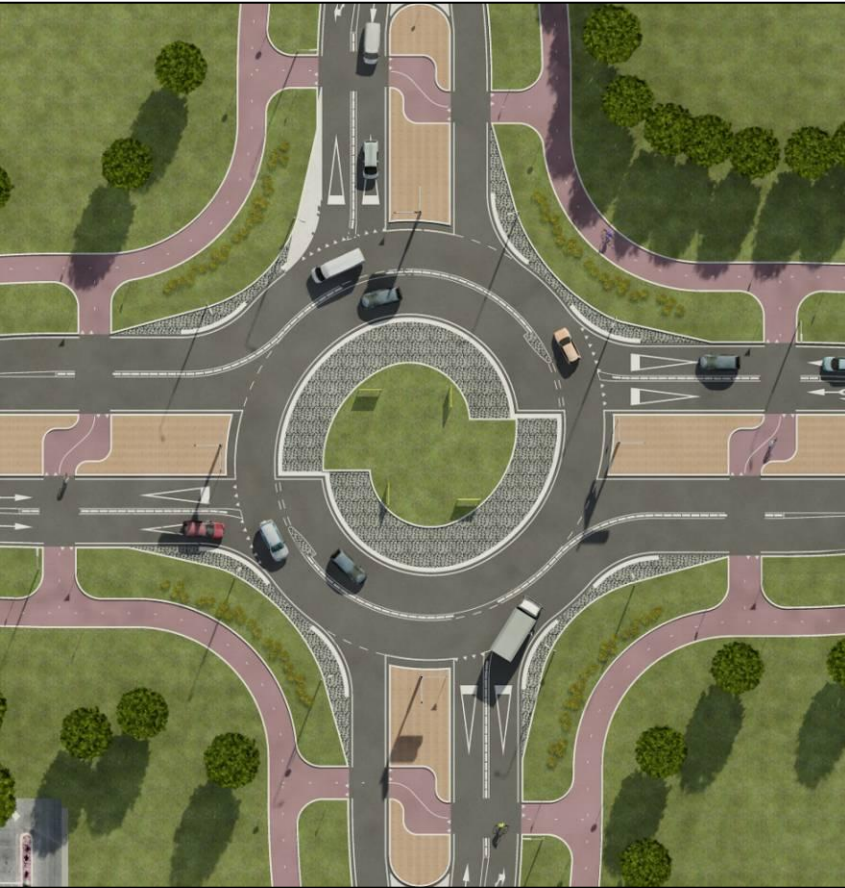




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# *Junction / crossing: Roundabout*

Multi lane roundabout:

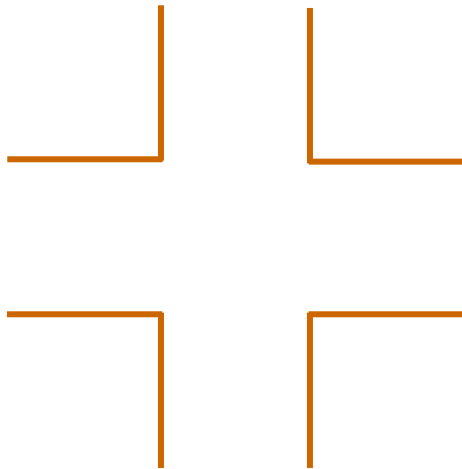


Single lane roundabout:



# *Junction / crossing: Traffic lights*

## Bicycle friendly additions:



- 1 shorten cycle time
- 2 include additional green light options for cyclists
- 3 permit right turn through red
- 4 give all cycling directions a green light at the same time
- 5 accept motorised vehicle/ bicycle sub-conflicts
- 6 set favourable standby time for cyclists
- 7 increase cycling directions with priority along with public transport
- 8 increase cycling directions with priority along with other directions
- 9 set favourable phase sequence for cyclists turning left
- 10 set green wave for bicycle traffic
- 11 keep mutual conflicts between slow traffic outside of the control
- 12 implement right turn through red
- 13 introduce long distance detection/pre-request for cycle traffic
- 14 introduce ECSL
- 15 increase flow capacity for motorised traffic
- 16 set two-way green light



# *Junction / crossing: Traffic lights*

## Examples bicycle friendly adds

### Green wave



### Rain sensitive traffic lights

# *Junction / crossing: Traffic lights*

## Examples bicycle friendly adds

All directions green



Waiting time predictors

# *Junction / crossing: Traffic lights*

## Examples bicycle friendly adds





# *Junction / crossing: Grade separate*

## Bridge or tunnel?

- Bridging ▶ tunnel
- Comfort ▶ tunnel
- Ecological ▶ tunnel
- Social safety ▶ bridge
- Costs ▶ bridge
- Spatial fit
  - ▶ tunnel: “invisible”
  - ▶ bridge: architectural pleasing

Option: half bridge, half tunnel



# *Junction / crossing: Grade separate*

Examples bridge / tunnel



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# *Priority*



# Priority

Can cyclists have priority to cars?

Main issue: safety



# Priority

Volume bicycles		Volume MVH		Speed MVH		Priority
low	high	low	high	low	High	
✓		✓		✓		
	✓	✓		✓		👍
✓			✓	✓		👍
	✓		✓	✓		
✓		✓			✓	
	✓	✓			✓	
✓			✓		✓	
	✓		✓		✓	





# Priority



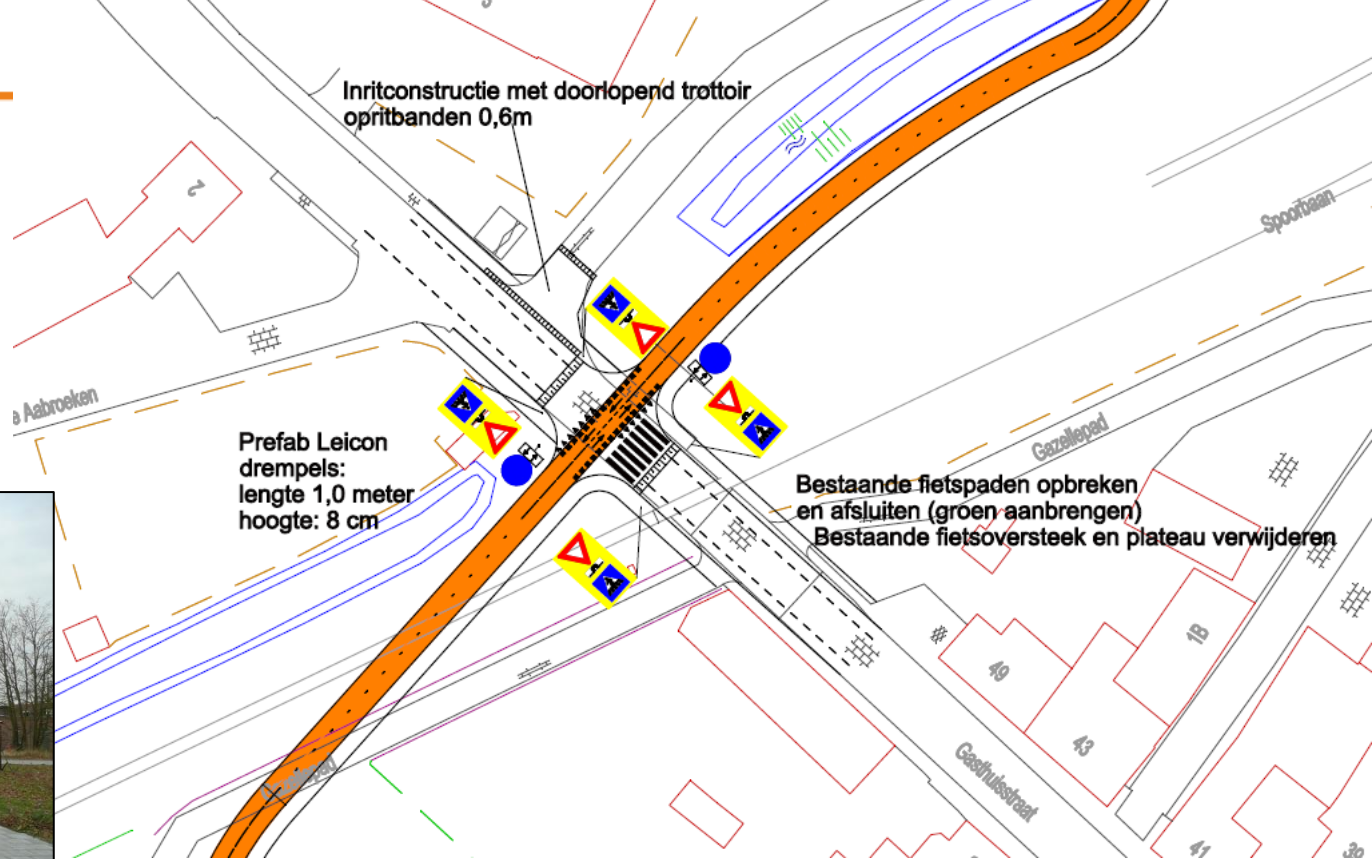


# Priority

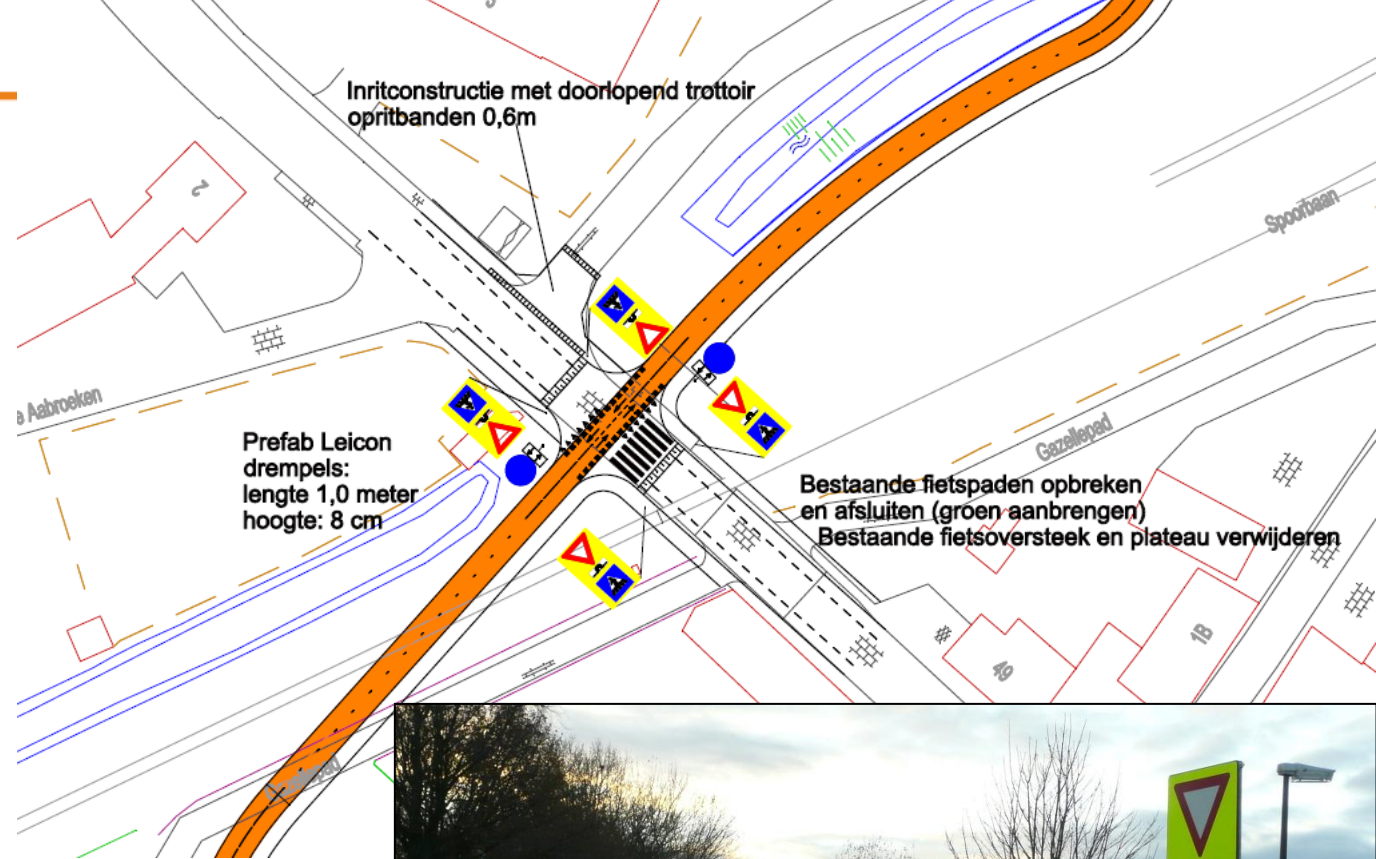




# Priority



# Priority





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# *Roundabouts*

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# Why do we built roundabouts?

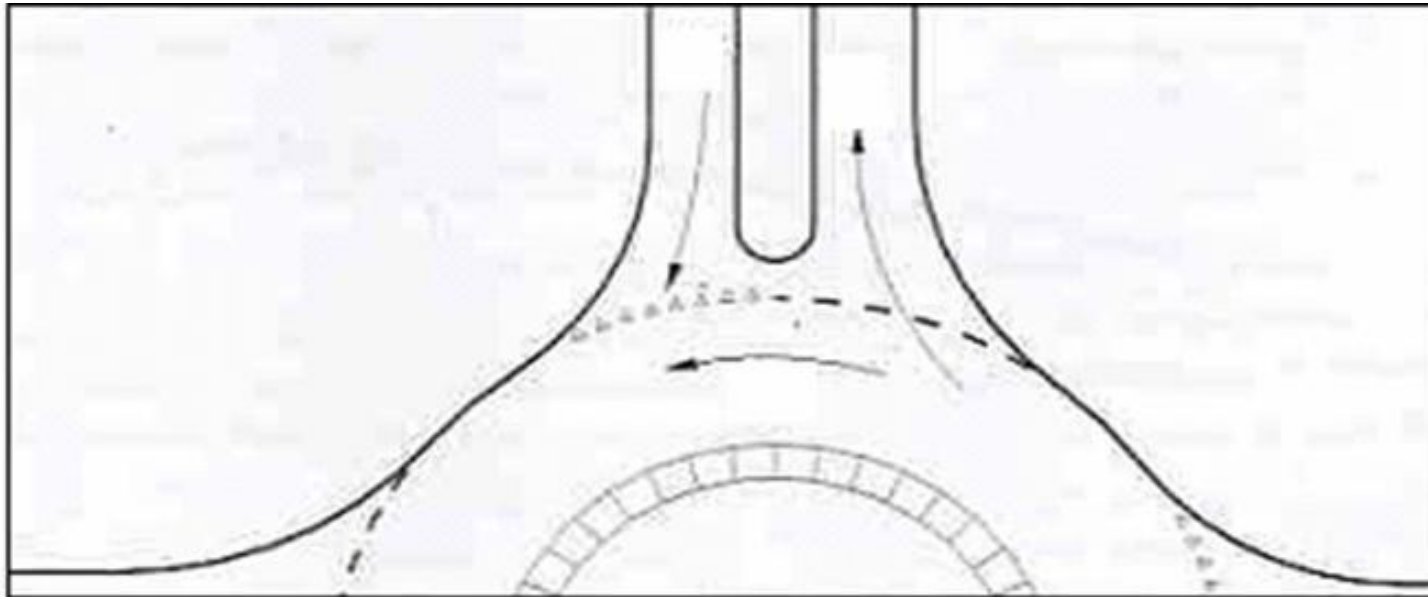
- High capacity
- Safe → low speeds



# Capacity

## Typical capacity per type of roundabout

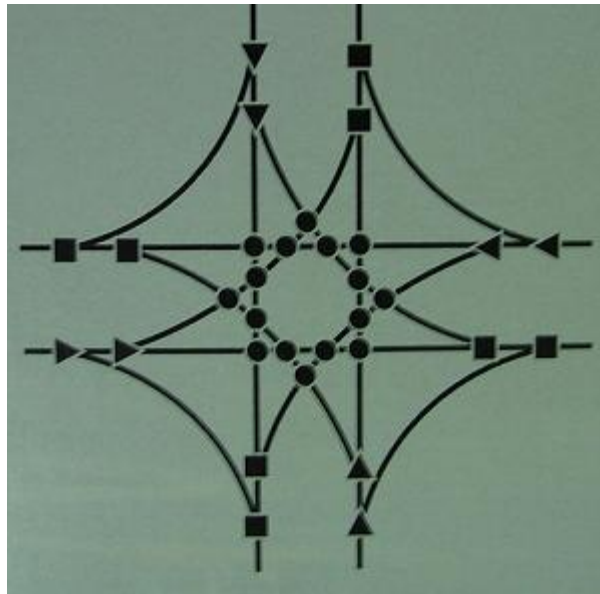
- single lane roundabout 25.000 veh/24h
- two-lane roundabout, single lane exits 30.000 veh/24h
- two-lane roundabout, two-lane exits 40.000 veh/24h
- turbo roundabout 60.000 veh/24h



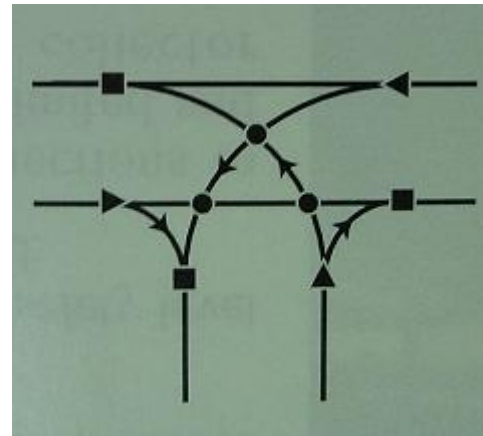


# Safety

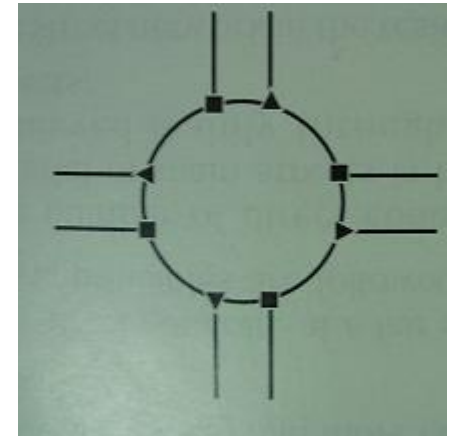
- Main safety advantages of roundabouts
  - actual speed is low
  - the number of conflicts is reduced
  - no crossing conflicts
  - predictable behavior (keeping lanes)



32 conflicts



9 conflicts



8 conflicts



diverging



merging



crossing

On turbo roundabouts with give way to **BICYCLES**:  
Bad visibility due to other cars

## Bad visibility due to other cars



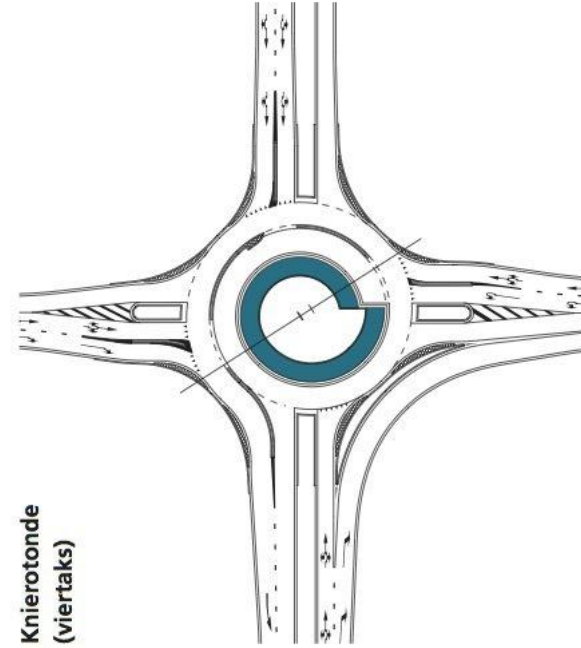
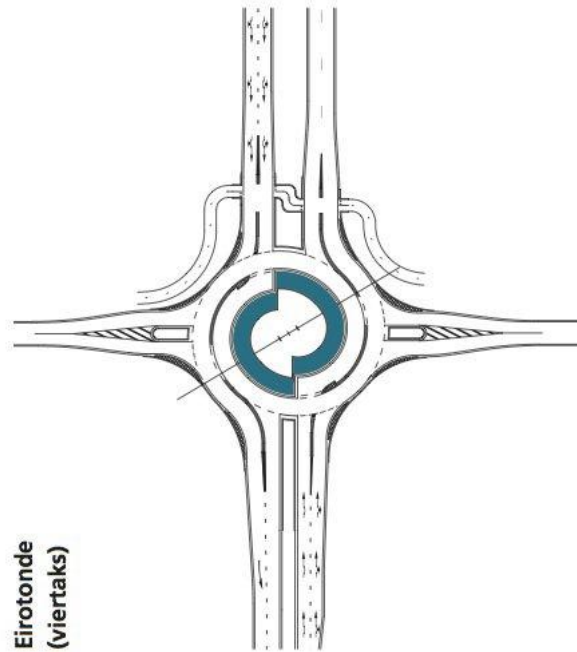
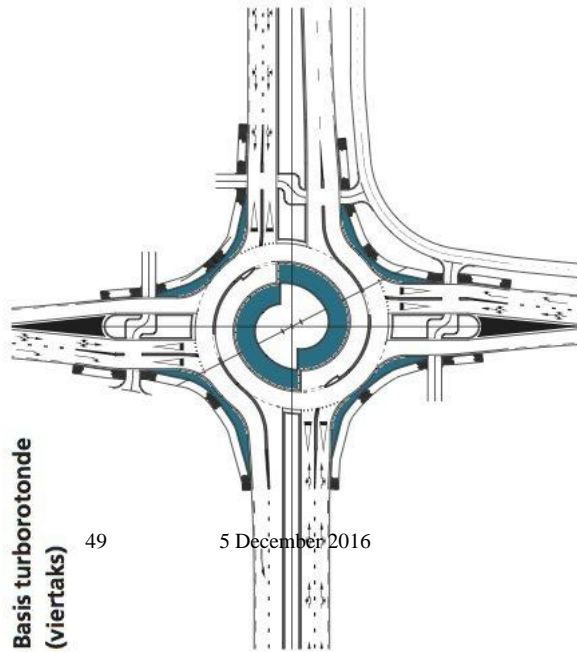
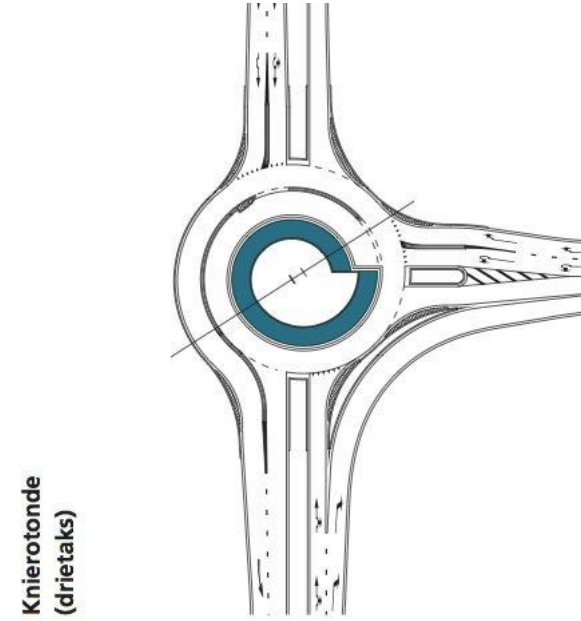
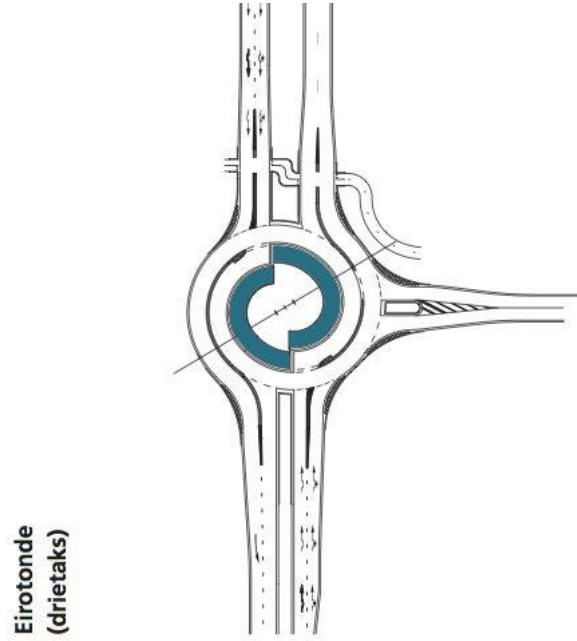
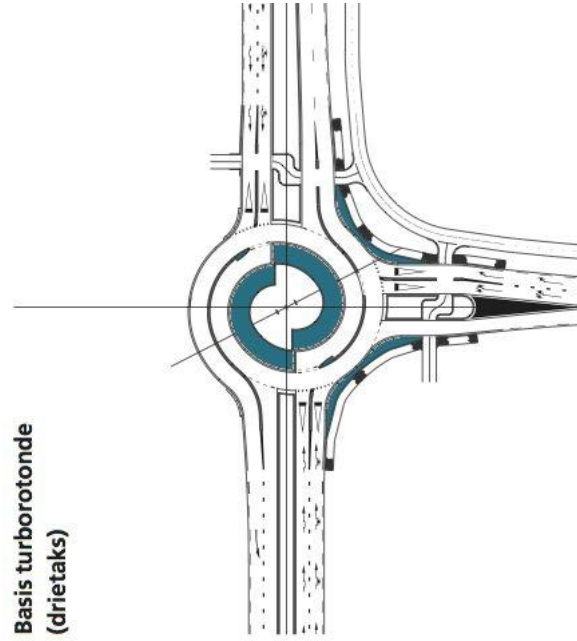
# *Bicycle friendly roundabout design*

Safe: Blind spot



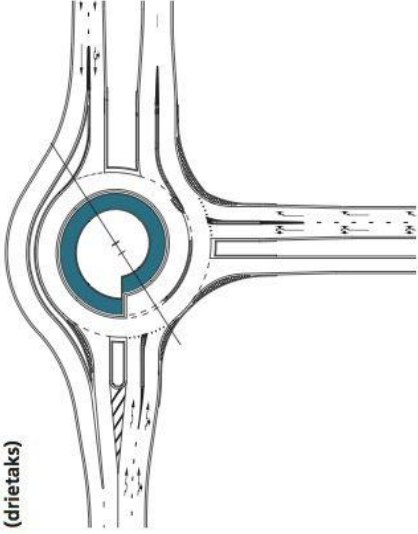


# Roundabout types

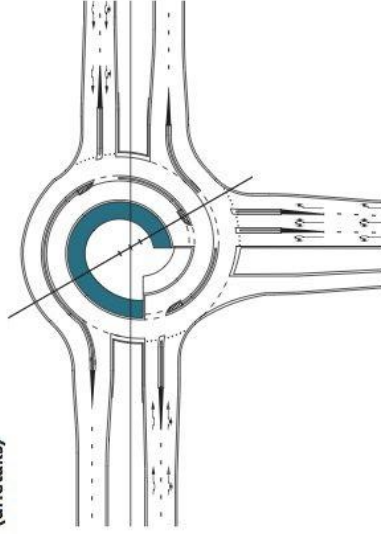


# Roundabout types

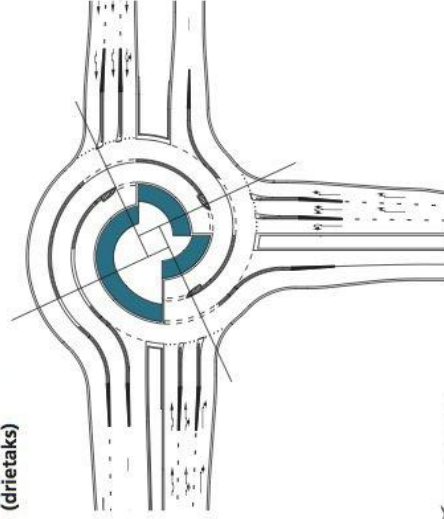
Gestrekte knierotonde  
(drietaks)



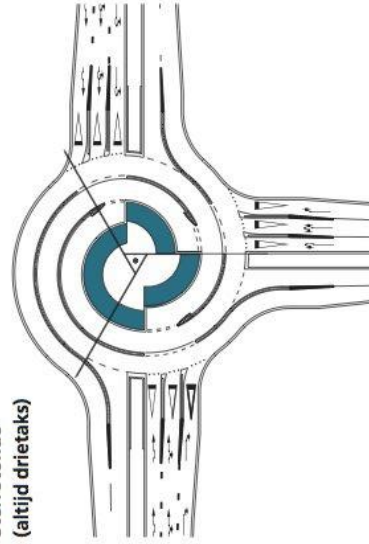
Spiraaltrotonde  
(drietaks)



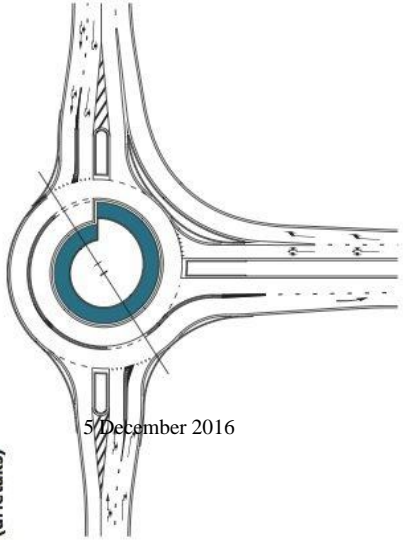
Rotorotonde  
(drietaks)



Sterrotonde  
(altijd drietaks)



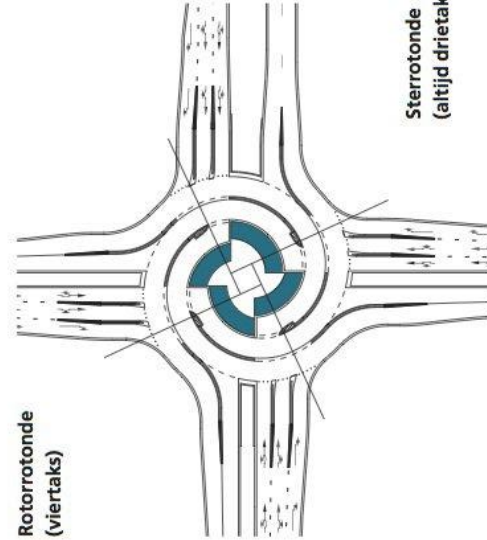
Knierotonde  
(drietaks)



Spiraaltrotonde  
(viertaks)



Rotorotonde  
(viertaks)





# Examples: Rosmalen 1

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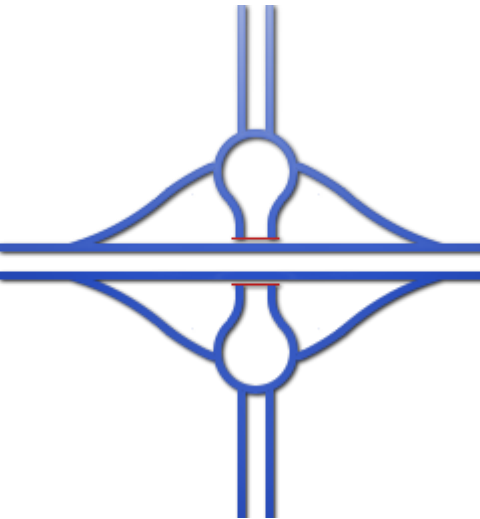


# Examples: Rosmalen 2

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# Examples: Maarsbergen 1





# Examples: Maarsbergen 2





# Examples: Maarsbergen 3



# Examples: Eindhoven by night

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# Examples: Eindhoven by day

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# Examples: Leeuwarden

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# Examples: Den Bosch



# Examples: Hilversum Mediapark

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# Examples: Poland





# Examples: Swindon England - magic



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# *Maintenance*



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# *Maintenance*

## Potholes



# Maintenance

Potholes

Rims (curb stones)





# Maintenance

Potholes

Rims (curb stones)

Smooth surface





# Maintenance

Potholes

Rims (curb stones)

Smooth surface

Drainage



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# *Maintenance*

Potholes

Rims (curb stones)

Smooth surface

Drainage

Winter maintenance





# Maintenance

Potholes

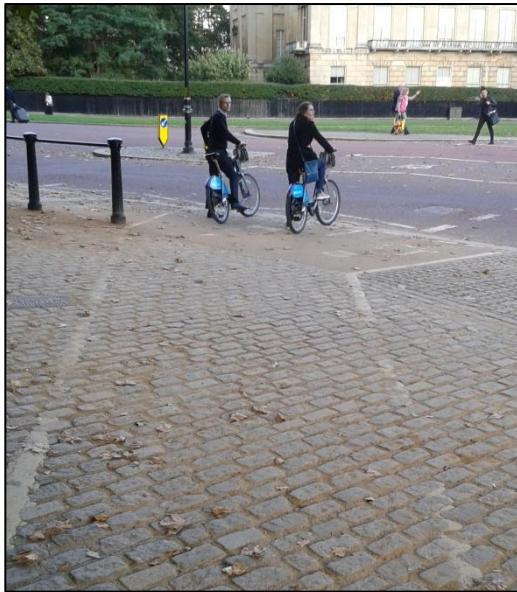
Rims (curb stones)

Smooth surface

Sewerage (?)

Winter maintenance

Marking





# Maintenance

Potholes

Rims (curb stones)

Smooth surface

Sewerage (?)

Winter maintenance

Marking



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# *Any questions?*



*End of my presentation*

